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Subject: Re: @Crimson

Posted by [trooprm02](#) on Sat, 16 Oct 2010 19:53:55 GMT

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R315r4z0r wrote on Sat, 16 October 2010 13:00No, it's optimized to work under the largest possible amount of players possible in a game.

That doesn't even make sense The only thing the 40+ camp has going for itself are the servers hosted by Westwood during the beta, so its like 5-1

Theres a reason we don't see 127 player servers even though their possible, (maybe not now because of the player count, but they never existed) because it would just be pure spam. Meanwhile, if anyone has played a lobby/larger clan war (2v2, 3v3 even but ideally 6v6) they will know exactly what im talking about...

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